

# Rex Novus SMP Guidelines

the.god.emperor

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## Discord server

### §1 Validity

- (1) By joining this server, you accept the terms and conditions set out here.
- (2) The server administration reserves the right to change these rules at any time.
- (3) *omitted*
- (4) The regulations only come into force as soon as they are published in the text channel for rules. Accordingly, no regulation applies retroactively.
- (5) Lack of or incorrect knowledge of the server regulations does not grant legal immunity, as it is mandatory to be informed about the current legal situation of the server.
- (6) You must also contact the person responsible (§3) if anything is unclear.
- (7) If one of the provisions violates the constitution of the country of a person concerned, only the unlawful passage is cancelled for that person.
- (8) <sup>1</sup>Copyrights are managed as described in the preamble. <sup>2</sup>Copyright infringements will be reported to VIRTSTAX and will result in permanent exclusion from all domains and ownerships managed by VIRTSTAX.

### §2 Chat behaviour

- (1) <sup>1</sup>Spam, insults, threats and provocations against other players are prohibited and will lead to sanctions. <sup>2</sup>Sending several messages in a short time interval is referred to as spamming. Sending five or more messages in a short period of time can have consequences. <sup>3</sup>The unauthorised use of pings is also prohibited due to its provocative nature.
- (2) <sup>1</sup>Racist, political and ethically unacceptable content (statements, images, etc.) is prohibited and will result in permanent exclusion from the entire Discord server. <sup>2</sup>This also applies to pornographic content. <sup>3</sup>This also applies to the deliberate arrangement of reactions of the category ‘Regional Indicator’ to such statements. <sup>1</sup> <sup>4</sup>The sending of GIFs is prohibited.<sup>2</sup> <sup>5</sup> Symbols and trivialisation of **any** politically extremist acts or groups are prohibited.<sup>3</sup>
- (3) Text channels explicitly created for pornographic purposes are excluded from paragraph 2 sentence 2.

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<sup>1</sup>Message Reaction Act of 19 July 2023

<sup>2</sup>Channel Usage Act of 12 February 2023

<sup>3</sup>This also applies to left-wing extremist groups; Anti-Extremism Act of 20 February 2024

- (4) Text channels intended for memes are excluded from paragraph 2 sentence 4.
- (5) <sup>1</sup> Furthermore, channels may only be used for the purpose for which they are intended. If there are any uncertainties about the intended use, you must contact support (§12) before writing a message. <sup>2</sup> You must also adhere to the description of the channels and the correct use of their functions.<sup>4</sup>

### **§3 Team members**

- (1) Instructions from authorised team members are binding and must always be followed.
- (2) Team members are identified by a rank or role.
- (3) The authorised team members include:
  - (a) The CEO
  - (b) The CLO
  - (c) The CSO<sup>5</sup>
  - (d) The CTO
  - (e) The investors
  - (f) The COO
  - (g) The CAO
  - (h) The Technicians
  - (i) The DC moderators
  - (j) The MC moderators
- (4) The authorised members may only issue orders within their area of responsibility.

### **§4 Behaviour in voice channels**

- (1) Apart from the regulations from §2, the following additional provisions apply to voice channels.
- (2) The use of voice distorters and soundboards is permitted, provided the team members do not object.
- (3) It is not permitted to record persons without their consent.
- (4) Misbehaviour in voice channels justifies a temporary server-wide mute.

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<sup>4</sup>Channel Usage Act Amendment of 15 March 2024

<sup>5</sup>Domain Security Act of 29 March 2024

## §5 Secondary accounts

Secondary accounts must be marked as such. To do this, you must edit your server profile in such a way that it is possible for anyone to see whose secondary account it is based on this profile.

## §6 Penalty

- (1) A distinction is generally made between three penalties:
  1. A warning is a preliminary stage to actual punitive measures. Every member receives a warning for less serious offences.
  2. A timeout refers to a temporary exclusion from the server.
  3. A permanent ban is an irrevocable, indefinite exclusion from the server.
- (2) The penalty is rarely assessed according to the severity of the offence, but usually according to the following guideline:
  1. First warning
  2. Second warning
  3. 24-hour timeout
  4. One-week timeout
  5. One-month timeout
  6. One-year timeout
  7. Permanent ban
- (3) Every sentence must be revoked without exception if the person punished can prove that the sentence was unlawful.
- (4) Unlawfulness exists if the offence in question is not a violation on the part of the person punished, if the punishment violates paragraphs 1 and 2 or if the offence was wrongly classified as an offence of particular gravity.
- (5) If the offence is a serious one, an immediate timeout or even an immediate permanent ban may be imposed, depending on the severity of the offence. The assessment of the severity is subject to the person responsible, but must be comprehensible.
- (6) In case of doubt, the judgement may be overturned and reversed or converted into another penalty by the CLO or by a qualified majority of the Board of Directors.
- (7) Any unlawful messages must be permanently stored in the criminal record in the form of a screenshot together with the description of the incident<sup>6</sup>,

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<sup>6</sup>Permanence and entries in the criminal record since the Criminal Records Act of 15 March 2024

so that in case of doubt the unlawfulness can be challenged<sup>7</sup>, after which an application for deletion can be made to the Board, which must be confirmed by a qualified majority.

- (8) After each timeout, the severity of the offence increases in such a way that the first offence after a timeout is increased in accordance with the penalty hierarchy from paragraph 2 numbers 1 - 7 due to its severity in relation to the previous basic penalty<sup>8</sup>.
- (9) Permanent bans are partially excluded from paragraph 8. These should only be imposed in cases of extreme severity or if paragraph 8 applies, provided there is no acute improvement in behaviour and the Executive Board votes in favour in a simple majority resolution.
- (10) It is not permitted to unban people from the server without the express permission of the CLO. This is considered a criminal offence and will be punished with a timeout regardless of the position in the penalty hierarchy according to the interpretation in paragraph 8. The illegally unbanned person must also be banned immediately.
- (11) <sup>1</sup>Violations of particular severity by members of a company division will result in permanent exclusion from this and other company divisions. <sup>2</sup>This regulation does not apply to the.god.emperor or ryurai\_jokhin\_pc or their secondary accounts.
- (12) Complicity, aiding and abetting, incitement and attempt are penalised equivalently.

## **§7 Owner**

- (1) The term 'owner' corresponds to the term 'shareholder' in accordance with §3 para. 1 OwnP.
- (2) Any resolutions of the owners require a qualified majority, unless the provisions of the ownership provisions contradict this.
- (3) An admin council can be convened by order of the owners, at which the admins and moderators who are not shareholders each receive one vote and take the decision for the shareholders' meeting.

## **§8 Chairmanship**

- (1) The Chief Executive Officer is the Chairman of the Executive Board in accordance with §8 para. 2 OwnP. This rank is abbreviated to 'CEO'.
- (2) It is constantly occupied by the two founders of the server.

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<sup>7</sup>This is due to past difficulties in assessing the unlawfulness of statements in retrospect

<sup>8</sup>The first penalty after a timeout, or the first penalty in total



- (3) The founders are the.god.emperor and ryurai\_jokhin\_pc (705020938810294392, 744269509770346626).
- (4) Should both founders resign from the Executive Board, a new Chairman of the Executive Board must be elected by the Executive Board by a simple minority vote.

## **§9 Corporate divisions**

- (1) The following divisions according to §9 OwnP exist on the server:
  - 1. Accounting (Accounting)
  - 2. Legal Department
  - 3. Moderation
  - 4. Technical Department
  - 5. Security Department<sup>9</sup>
- (2) The chair of these departments is assigned the corresponding role.
- (3) Only persons with sufficient knowledge and skills in the respective field may be employed in the divisions.

## **§10 Accounting**

- (1) Accounting is responsible for keeping an eye on the server finances.
- (2) This also includes the management of company shares.
- (3) The chief accounting officer (CAO) is the authorised transaction officer in accordance with §7 OwnP and the head of department.

## **§11 Legal department**

- (1) The responsibilities of the legal department include
  - 1. Legal questions about the server constitution
  - 2. Requests for legal assistance
  - 3. Challenges to server court and other judgements
  - 4. Constitutional complaints
  - 5. Proposals for legislation
  - 6. Handling of violations of server policies
  - 7. Handling of violations of the partnership provisions
  - 8. Examination of the judgements of the moderation

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<sup>9</sup>Domain Security Act of 29 March 2024

- (2) Legislative proposals that seek to amend or abolish existing laws are considered constitutional complaints.
- (3) Both statutory offences and appeals, as well as constitutional complaints, are considered sufficient grounds for a full trial.
- (4) The chairman of the department is the Chief Legal Officer (CLO).
- (5) In its function as a judicial body, the Legal Division is referred to as the ‘Supreme Court’.
- (6) Members of the Supreme Court have the official title ‘Supreme Judge’. Outside of their judicial activities, they are referred to as ‘server lawyer’.
- (7) The High Court is presided over by the President of the Supreme Court.
- (8) The President of the Supreme Court shall be the CLO.
- (9) Unless there is new and sufficient evidence, paragraph 5 does not apply.
- (10) Judgements by the Moderation and the Supreme Court must be confirmed by the President of the Supreme Court and may therefore be dismissed.
- (11) The dismissal of judgements must be justified and reasoned.
- (12) The Legal Division is able to determine the interpretation of individual laws by means of judgements, provided that this is within a comprehensible framework.<sup>10</sup>

## §12 Moderation

- (1) Any questions regarding the Discord and Minecraft server that do not fall within the legal area are the responsibility of the moderation team. If there are any uncertainties regarding the area of responsibility, you should also contact the moderation department.
- (2) The moderation department is responsible for monitoring compliance with the server guidelines.
- (3) This means that they are able to enforce penalties without authorisation, but these must be forwarded to the legal department together with the context and finally confirmed.
- (4) The Chief Operating Officer (COO), who also fulfils administrative tasks, is the head of moderation.
- (5) Excluded from paragraph 3 are any violations of the partnership regulations, as these are dealt with by the legal department and VIRTSTAX.

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<sup>10</sup>Prejudice Act of 17 March 2024

- (6) Members of the moderation are listed as ‘MC Moderator’ (Minecraft Moderator) or ‘DC Moderator’ (Discord Moderator) depending on their area of responsibility.
- (7) Moderators may only execute judgements in accordance with paragraph 3 within their area of responsibility.
- (8) Minecraft Moderators, unlike Discord Moderators, do not have Discord Administrator permissions, but do have Operator permissions on the Minecraft server.

### **§13 Technical department**

- (1) The technical department is responsible for the maintenance of all servers and services under The God Complex Servers.
- (2) This also includes the realisation of new functionalities on these servers.
- (3) The Chief technology officer (CTO) chairs the department.
- (4) Members of this department are referred to as ‘technicians’.

### **§14 Security department**

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- (1) The security department is responsible for securing the domain owners and monitoring user activities.
- (2) Any means for the realisation of their tasks must only be approved by the acting CEOs.
- (3) It is chaired by the Chief Security Officer (CSO).
- (4) The processes within this department are subject to the strictest secrecy and may only be published with the permission of the CEOs.

## **Minecraft server**

### **§15 Guarantee**

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- (1) Only persons for whom someone can be proven to be a guarantor may be placed on the whitelist.

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<sup>11</sup>Domain Security Act vom 29. März 2024

<sup>12</sup>Guarantee Act of 30 June 2023

- (2) If a person commits an offence of particular gravity, the existing guarantee relationships will be reviewed and may be terminated if necessary<sup>13</sup>.
- (3) If a guarantor is banned from the server, all guarantee relationships with this guarantor are terminated.
- (4) Guarantees cannot be withdrawn retrospectively.
- (5) The administration is exempt from para. 2 - 4.
- (6) <sup>1</sup> You must submit an application for inclusion on the whitelist.<sup>2</sup> This must be done via the support channel.<sup>3</sup> Applications submitted otherwise are invalid without exception.<sup>14</sup>

## §16 Legal separation

- (1) The server right must be clearly distinguished from the internal legal situation on the branches of the Rex Novus SMP.
- (2) Internal law refers to constitutions and rules that are not recognised by the owners in their function as a shareholders' meeting, such as the group's own legal texts.
- (3) The inspection and use of server data and other information that is only accessible to the administration, such as player data or logs, may not be used as evidence for trials and the like that are not carried out by the Supreme Server Court in its function<sup>15</sup>.
- (4) This does not apply in the area around the world entry point, including the world entry point itself. This is domain-governed territory, so domain jurisdiction applies accordingly.<sup>16</sup>

## §17 Basic rules

- (1) Minecraft server law is subject to Discord server law.
- (2) It is forbidden to use methods that give an advantage to other players, regardless of whether they use the method or not, that are not generally recognised as fair.
- (3) Any behaviour not affected by such methods is not punishable.
- (4) Paragraph 3 excludes the construction of structures intended to reduce server performance.
- (5) On the Minecraft server, you must behave in accordance with the respective rules of the Discord server.

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<sup>13</sup>para. 2 - 3: Guarantee Act Amendment of 20 February 2024

<sup>14</sup>Guarantee Act Amendment II of 06 May 2024

<sup>15</sup>for example, in-game murders may not be proven via logs

<sup>16</sup>Spawn Protection Act of 16 May 2024

- (6) The general server law does not differentiate between factions, which is why they are merely an internal organisation that is not covered by any server-wide laws and therefore crimes against them cannot be the subject of server-wide judgements.
- (7) Paragraph 3 only applies if the offences are not directed against the rules of the Discord server or Paragraph 1f.

## §18 Factions

- (1) A faction is any group with at least one player.
- (2) *omitted*
- (3) Factions are entitled to their own category in which they can set up any channels on request.
- (4) The moderation can reject such requests if they cannot find a justified reason for setting them up.
- (5) Due to the activities and tasks of the moderation, it is authorised to view the channels at any time in order to identify violations of the applicable law.
- (6) Each faction is assigned its own role to ensure that these channels cannot be viewed by members of other factions.
- (7) Participation in the server requires founding or joining a faction approved by the administration<sup>17</sup>.
- (8) To establish a recognised faction, you must provide the following information to the Administration:
  - 1. The area of the faction
  - 2. The name of the state
  - 3. The insignia of the state
  - 4. All state members and their role-playing names
  - 5. The first leader of the state
- (9) If an already recognised state loses one of the above criteria, it has two months to regain it.
- (10) If the state does not manage to regain the criterion in time, it is officially dissolved.
- (11) The server law does not establish succession rules and does not assess the legitimacy of a succession claim.<sup>18</sup>

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<sup>17</sup>para. 7-10, para. 15-20: Faction Establishment Act of 20 February 2024

<sup>18</sup>paras. 11-14: Faction Establishment Act Amendment of 26 February 2024

- (12) It is possible to change the government succession through internal events without the consent of the current head of state.
- (13) Revolutionary wars are subject to martial law.
- (14) Rebellious and revolting factions may choose as their initial faction territory any territory granted to them by the previous head of state. In this case, this territory is final.
- (15) The territory and state insignia, as well as any other property and possessions of the state, are not protected by the server-wide guidelines and can therefore be claimed by other states.
- (16) States may model themselves on any real state, but are not required to do so.
- (17) It is not permitted to choose insignia or names that can be clearly assigned to a historical or current state without representing it.
- (18) No foreign property may be destroyed outside a state of war recognised by server law.
- (19) Each state constitution is considered recognised as soon as it is publicly accessible and access has been enabled on the Discord server in the respective text channel.
- (20) It is not possible to take legal action against state constitutions and agreements under server law, as long as they do not contradict server law.
- (21) It is possible to challenge internal faction rulings under server law if they have no justifiable written basis.<sup>19</sup>

## **§19 Faction insignia**

20

- (1) Any faction insignia must be unique and clearly distinguishable from the faction insignia of other factions.
- (2) The faction insignia may not violate any rules of behaviour and must clearly serve the purpose of serious representation of the faction.
- (3) Flags and insignia of real states are no exception to paragraph 2.
- (4) The obligatory faction insignia include
  - 1. The flag of the faction
  - 2. The faction's coat of arms
  - 3. The uniforms of the faction

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<sup>19</sup>Faction Establishment Act Amendment II of 24 March 2024

<sup>20</sup>Faction Establishment Act vom 20. Februar 2024

## §20 Territorial expansion and martial law

- (1) Territorial expansion must be recognised by the administration and requires either agreements between or mergers of states or a conquest of the state.
- (2) The conquest of a state requires warfare that complies with the applicable server-wide laws of war.
- (3) The server administration can decide on exceptions to martial law by unanimous vote. It is also up to the server administration to judge whether the rules requiring a subjective judgement have been violated.

## §21 Kriegsbeginn

21

- (1) <sup>1</sup>A nation can only wage one war against another nation per month. <sup>2</sup>This only applies to offensive and counterattack wars.
- (2) Unoccupied states can be occupied by using the war points.
- (3) You must publicly declare war on the state you wish to attack.
- (4) When war is declared, neutral parties must be identified to observe the war and check that it conforms to the rules.
- (5) If no appropriate neutral observers can be appointed, indirectly involved parties<sup>22</sup> on the side of the attacker and on the side of the defender must withdraw from the war and act as observers.
- (6) Observer decisions can be appealed to the server's legal department.<sup>23</sup>
- (7) Biased and manipulated observer decisions are against the rules.
- (8) Once an observer has demonstrably not made a neutral judgement, he can no longer be appointed as an observer.
- (9) An objection can be lodged against the election of observers.
- (10) At the beginning, both parties must negotiate conditions that will apply at the end of the war if the defender wins.
- (11) If the parties cannot reach an agreement within one week of the declaration of war, the defender may dictate the terms.
- (12) The conditions must always be proportionate.

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<sup>21</sup>War Regulatory Act vom 02. Juni 2023

<sup>22</sup>for example, alliance parties

<sup>23</sup>Sections 6-9: War Regulatory Act Amendment of 21 February 2024

- (13) If the defender has been absent without excuse from all negotiations within this week, the war begins without negotiations. In this case, the defender cannot claim any conditions.
- (14) You may not take unoccupied lands during an ongoing war.
- (15) You may occupy unoccupied territories at any time under server law without military action, provided you can prove a legitimate claim, as the territory belongs to the real state.
- (16) When considering regions, cities and the like with regard to the law of war, the status of the beginning of the war is assumed.<sup>24</sup>
- (17) Only boundaries that have been publicly announced apply.

## §22 War Points

25

- (1) War points are a unit to determine how many wars can be fought by a state per month against unoccupied countries.<sup>26</sup>
- (2) <sup>1</sup>Each month, a faction receives three war points. <sup>2</sup>At the end of the month, the number of war points is not reset.
- (3) It is possible to capture only certain regions of an unoccupied territory. In this case, you only have to spend war points corresponding to the proportion of the total area.<sup>27</sup>
- (4) If it is suspected that several sovereign states are sovereign mainly in order to receive more war points, the server administration must treat these sovereign states as a single faction for the purposes of war points and therefore only award the single war point number.

## §23 Warfare

28

- (1) You can only attack countries that are directly adjacent to a passageway
- (2) A passageway is a path that your troops can justifiably use through territories occupied by servers.
- (3) A passageway is only considered to be justifiably usable if it is either part of your own territory or the territory of a state that demonstrably gives permission to cross it.

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<sup>24</sup>Ab hier: War Regulatory Act Amendment II of 28 February 2024

<sup>25</sup>War Regulatory Act of 02 June 2023

<sup>26</sup>They are a method to prevent fighting huge countries as often as tiny countries.

<sup>27</sup>War Regulatory Act Amendment II of 27 February 2024

<sup>28</sup>War Regulatory Act of 02 June 2023



- (4) <sup>1</sup>You may also justifiably enter the territory of a state that you have declared war on. <sup>2</sup>This only applies to occupied territories.

## §24 Occupation

29

- (1) Any territory that could be successfully occupied with troops is considered occupied.
- (2) If this territory was not defended, it is also considered occupied.
- (3) An occupied territory is only considered occupied under server law if it has been recognised by the administration as legally acquired territory and awarded to the occupier.

## §25 Victory

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- (1) You have won a region if you have conquered at least half of its cities, including its capital.
- (2) If the aim of a war is not the conquest of an entire state, it is sufficient to capture the required regions.
- (3) A state is conquered when at least two thirds of its regions and the capital have been captured. Depending on your national status, the capital is considered a separate region and must be included in the two thirds or not.
- (4) A defensive war is won if the opponent was unable to hold or capture the occupied territories.
- (5) An occupied zone is considered lost if it could not be captured or recaptured after the required and three additional battles.
- (6) A required battle is any battle that directly fulfils your conditions.<sup>31</sup>
- (7) Immediate victory also occurs if a state publicly announces its surrender.
- (8) War cannot be waged in the absence of the soldiers of a state.
- (9) More than half of all soldiers must be present.
- (10) If no significant combat action has been taken by a state within two consecutive weeks for unexcused reasons or if its troops have been absent during this time, the state has lost if it is the defender.
- (11) If you have legally won a war, the territory you wanted to conquer is awarded to you under server law.

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<sup>29</sup>War Regulatory Act of 02 June 2023

<sup>30</sup>War Regulatory Act of 02 June 2023

<sup>31</sup>For example, attacking a specific city within a region to capture it

## §26 Battle

32

- (1) A battle is considered won when all opponents are dead.
- (2) Anyone who respawns outside the battlefield is considered dead.<sup>33</sup>
- (3) Before the start of a battle, a fixed battlefield is determined, which may not be larger than one hundred by one hundred blocks.
- (4) Exceeding the battlefield limits results in immediate elimination from the battle.
- (5) Each battle must be recorded and monitored by an observer.

## §27 Städte

34

- (1) A city is any publicly labelled city that complies with the guidelines.
- (2) A city is considered to be publicly labelled if its position has been shared in the respective channel or if it can be proven that the other warring party has received it.
- (3) Outposts do not need to be publicly labelled.
- (4) The main outpost of a region is considered a city.
- (5) Only built cities and outposts of an appropriate size are considered cities or outposts.
- (6) If a city has not been built within two months of its existence being announced, its status as a city is cancelled.
- (7) Simply announcing the position of an outpost is not sufficient to declare it valid.
- (8) The difference between an outpost and a city is that an outpost only serves diplomatic or military purposes.
- (9) The map of a city must also be publicly accessible.
- (10) Only those parts of a city that are recognised as such by a state count as a city.
- (11) The capital may only be moved once a year.

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<sup>32</sup>War Regulatory Act vom 02 June 2023

<sup>33</sup>From here on: War Regulatory Act Amendment of 21 February 2024

<sup>34</sup>War Regulatory Act of 02 June 2023

- (12) A built city and outpost is only valid if it fulfils all the requirements of this section.
- (13) This also applies to planned cities.
- (14) Foundations cannot be built during a war.
- (15) Too many cities may not be founded in too short a period of time.